James Garner

≡ FULL STACK NODE.JS DEV   ☁ AUTOMATION HERO   ◔ DATA JUNKIE

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EMPLOYMENT HISTORY

JANUARY 2015 – PRESENT

▦ **The Client Relationship Consultancy LLP, London**

Full stack JavaScript and OO PHP developer. Specific additional responsibilities include developing speedy PDF generation with wkhtmltopdf to decommission legacy hardware, upgrading internal systems such as Hatjitsu (node.js app for poker planning) and automating backup imports.

NOVEMBER 2014 – PRESENT

▦ **Relative Insight Ltd, Lancaster**

Data Scientist. Developing custom Python web scrapers for high profile sites (major alcohol brands, universities and on-line forums). Developing a language normalisation algorithm.

JUNE 2014 – SEPTEMBER 2014

▦ **DataCentred Ltd, MediaCityUK, Manchester**

Cloud Applications Engineer in a DevOps environment writing JavaScript and Ruby on Rails. Created a customer facing AngularJS web app which reflected JIRA in real-time. Focus on continuous integration and backend performance. Represented DataCentred at the Greater Manchester Data Dive and was described as "our awesome intern".

JUNE 2013 – MAY 2014

▦ **NextWorldWeb Ltd, InfoLab21, Lancaster**

Moved custom sites to CakePHP, WordPress & CS-Cart frameworks. Automated WordPress theme creation from any site. Successful internship followed by employment.

JANUARY 2007 – JANUARY 2012

▦ **jadaradix design + systems (Invisionsoft), Worldwide**

Full stack freelance consultancy for UK-wide clients including project management and growth strategy.

Developed 'DS Game Maker' IDE since 2007 in .NET and C (now open source). By age 17 I'd sold over 1,500 serial codes and 350 physical 'Homebrew Kits'. It was adopted at American summer camps and site licenses were sold to schools worldwide.

Engineered the complete cross platform/HTML5 game maker 'Dark Flow' (lead developer) on a team of 5. The games ran on PC via a .NET bytecode runner and the web/mobile devices via HTML5 code generation. Leveraged live customer behaviour data to drive sales conversions.

EXPERIENCE & SKILLS

SKILLS: ADVANCED
★★★★⯪

▶ **node.js and Universal JavaScript, HTML5, frontend tooling (Sass/Grunt/Browserify…)**

RESTful API development, open source project management, web scraping

SKILLS: PROFICIENT
★★★⯪☆

▶ **AngularJS, microservice development, data visualisation, OO PHP, C (ARM/Nintendo)**

.NET (VB/C#), Python, Ruby on Rails

LEADERSHIP

▶ **The Computer Science Society** President (2014 — 2015)

▶ **Lüdenscheid-Brighouse** Twin Town Society Host (2012 — present)

▶ **InterTech LGBT+ Diversity Forum** Organiser and 'DO' Hacker (2014 — present)

LANGUAGES

🌐 **English** (Native)

🌐 **German** (Fluent)

FOR FUN

▶ Bell ringer, pianist, badminton player and collector of "I ♥ (...)" t-shirts. I exchange with Germany every year and I visited 5 countries in 2015. I love Europe!

EDUCATION

2:1 COMPUTER SCIENCE BSc (HONS)

2012 − 2015	🎓 **University of Lancaster, UK**
YEAR 3	Distributed Systems; Languages and Compilation; Artificial Intelligence; Advanced Internet & Mobile Applications; Media Coding & Processing; Security and Risk.
YEAR 2	Operating Systems & Concurrency; HCI & Heuristics; Networking; Software Design; Professional Issues (Data Analysis, Legalities, Project Planning/Reporting); Functional Programming (Erlang/Python); Teamwork Android development.
YEAR 1	Algorithms & Efficiency; Databases; Digital Systems (Mathematics, Assembly, Compiling, Debugging). I got a 1st.
YEAR 1 (GERMAN STUDIES)	German 20th Century Culture, History, and Society; Researched Paper 'Die Folgen der Veränderung der deutschen Sprache' Grammar; Discussion.

PROFESSIONAL DEVELOPMENT

TALKS GIVEN

NOVEMBER 2015 LONDON	🎤 **One Vision: Universal JavaScript**
	Company presentation including Browserify/Grunt build process, React and live demo of writing Universal JavaScript (PHP transition layer).
NOVEMBER 2014 UNIVERSITY OF DUNDEE	🎤 **Nintendo DS Homebrew, 2014 Edition**
	DunDDD conference. "Adventures in the retro Homebrew Scene" and live demo of writing Nintendo DS homebrew.
JANUARY 2014 UNIVERSITY OF LANCASTER	🎤 **Facebook Data Analysis**
	"What does your Facebook say about you? I will show how we can leverage the power of Computer Science to learn about our own everyday on-line interactions."

CONFERENCES & HACKATHONS

2015 − PRESENT	⌨ **PHP UK, London JavaScript Community "AppCamp" (building cross platform Ext JS 6 apps)**
NOVEMBER 2014	⌨ **Startup Weekend 2014**
	First Prize winners. Developed a one line JavaScript plug-in for reputation based comments, quantifying personality to eliminate trolls. Team of 4.
JULY 2014	⌨ **Greater Manchester Data Dive**
	Drilled into a dataset of ~700,000 Tweets from the Greater Manchester and Lancashire region to look for insights that could aid the local community via statistical analysis and heatmapping. Team of ~8.
APRIL 2014	💬 **InfoLab21 Showcase (University of Lancaster)**
	Presented my research "Geosocial Networking Security and Facebook Semantic Analysis" (via poster) alongside PhD students, looking at the reverse engineering of Grindr ('Stalkr') to automatically find users' locations. Wrote a linguistics framework for analysing Facebook archives to create a common private social graph.
MARCH 2014	⌨ **Hack Smart Streets 2014 (University of Lancaster)**
	'Most Commercially Viable' Prize winners (£1000). Developed an API for public bodies to detect decaying street furniture from crowdsourced imagery in .NET using ffmpeg and a home grown Computer Vision algorithm. Team of 4.
AUGUST 2013	⌨ **LeedsHack 2013**
	First Prize winners (4 Apple TVs). Developed HTML5 mobile augmented reality game 'Pacman City'.
MORE...	"InterTech and Google Android: 'Be Together. Not The Same'" (Google) [2015]. FinTech (Goldman Sachs) [2015]. "Hey girl, let's talk about UX and Gender" (Skype) [2014]. Manchester Bēhance Portfolio Review [2014]. LeedsHack 2012 (real-time Tower Defence game on Google Maps).